**Kings of Shore 2018**

Venue: Mairangi Bay Scout Hall, 20 Hastings Road, Mairangi Bay

**http://nswc.org.nz/**

Sunday September 30th

Tournament Organiser; Robert Sadler

**Registrations to:** **robbie.mail@xtra.co.nz**

Please note I will be TO but not the Umpire, and will be participating in the tournament. If you are playing against me any rules queries can be referred to one of a group of players pointed out before the start of the first round.

1250 Points (Clash of Kings 2018 will be used)

4 x 4 Table

Pre-set terrain

4 Rounds

*The points level is set to encourage players new and existing to get into a tourney with the minimum amount of painting be it a new army or their very first KOW Army.*

*Hopefully by fielding 1250 points you will feel encouraged to paint 750 more points to play in Rumble in the Jungle at Mighty Ape the following month.*

*To encourage participation the Entry fee is free to NSWC Members and $5 for non-Members which will assist with hall hire.*

Prizes:

As we will be keeping costs to a minimum we will have nice certificate and bragging rights for the following:

1st Overall

2nd Overall

3rd Overall

Best Painted

Best Sport

NSWC Fantasy Trophy for 2017 to highest placed paid-up NSWC Club Member

Timetable

Register 8:30

|  |  |
| --- | --- |
| Round 1 | 9:00 to11:00 |
| Round 2 | 11:15 to 1:15 |
|  | Lunch |
| Round 3 | 1:45 to 3:45 |
| Round 4 | 4:00 to 6:00 |

Pack-up and prizegiving will follow.

Note if possible the rounds will start earlier if all games finish sooner.

**Items you should provide**

In addition to your army and copies of your army list, you need to make sure you bring the following:

* All dice, tape-measures, rule-books, damage markers, pencils and other gaming accessories you will need. Make it clear to your opponents how you will be tracking damage.
* It will be a good idea to have your units mounted on unit bases or movement trays – if you insist on individually moving all the models in an Endless Zombie Swarm, you’ll soon run out of time! Unit footprints must conform to the appropriate size of course.
* Having a large tray to carry your army between games is a great way of keeping the tournament moving smoothly and in a timely fashion.
* Copies of your army list for your opponent

**Building your Army**

**Armies**

This tournament uses the Kings of War 2015 (“version 2”) rules, Uncharted Empires and the Clash of Kings supplement, with a maximum army total of 1250 Points. All Clash of Kings 2018 Rules including those for Army Composition will apply.

You are required to submit a copy of your Force List to the organisers by **23 September 2018** – PLEASE USE Easy Army http://kow2.easyarmy.com/clash-of-kings-2018.aspx

**Miniatures**

Models must be based on the appropriate base size and shape for their type. Unit-basing is permitted so long as the unit footprint is accurate for the unit size.

Models should be painted in at least 2 colours, and at least Minimum Model Count will apply.

**Tournament Rules**

Game Time and Victory Conditions

**Game Sequence**

The scenario for each game will be announced by the organiser at the start of each game and will be rolled for randomly- no mission will be repeated.

**Rounds**

The match-ups of the first round (Game 1) will be random. In the following rounds (Game 2 onwards) players will be paired using Tournament Points (TP), as explained below. Once players have completed their game in a given round they should jointly complete the result sheet provided and hand it into the tournament organisers as soon as possible so that the next rounds can be organised in time.

**Tournament Points**

After a game the points will be assigned as follows:

* Result     Tournament Points (TP)
* Victory         15 TPs
* Draw             10 TPs
* Loss             5 TPs
* Time out/Concede     0 TP (with no bonus for attrition score)

**Margin of Victory**

|  |  |  |
| --- | --- | --- |
| **Points Difference** | **Winner Adjust their Score by** | **Loser Adjust their Score by** |
| +1250 | +5 | -5 |
| +1000 to +1250 | +4 | -4 |
| +750 to +999 | +3 | -3 |
| +500 to +749 | +2 | -2 |
| + 250 to +499 | +1 | -1 |
| 0 - 249 | 0 | 0 |
| -250 to -499 | -1 | +1 |
| -500 to -749 | -2 | +2 |
| -750 to -999 | -3 | +3 |
| -1000 to -1249 | -4 | +4 |
| -1250 | -5 | +5 |

This is the difference of the total number of points the winner has left on the table, compared to the loser. This difference in totals adjusts the Tournament Points by a positive or negative amount.

This means that you may score a victory, but should your army be decimated by your opponent, that victory will be a hollow one. Include any points scored for objectives in this calculation in scenarios where it is applicable. The winner of the game subtracts the points value of the losers remaining army from their own army’s remaining points value.

The players then consult the table below for the adjustment to both players’ scores. From the second game, players will be paired using a Swiss system (i.e. matching players on the same amount of TPs, in descending order). In the case of more than two players on the same number of TPs, players will be matched in order of descending ‘Attrition Score’. By ‘Attrition Score’, we mean the amount of points of enemy units routed by the player until that point in the Tournament (excluding points for objectives – it’s routed enemy units only).

Players will therefore have to record the score they get for each game in addition to the overall game result. At all times, the tournament organiser will endeavour to avoid player’s re-playing an opponent they have already faced but on occasion, this may become unavoidable and a minor adjustment made.

**Winning the Tournament**

The winner is determined at the end of the last game according to the following criteria:

* The player with the most TP will be the winner
* In the case of players having the same highest TP, the winner will be the player with the highest ‘Attrition Score’.
* If both the TP and Attrition Scores are matched, games where these players have played each other during the course of the tournament will be evaluated and the winner will be the winner of such a match (based on result and then Attrition scores for that game).
* Finally, if the players cannot be split, the winner if the players cannot be split, the tournament ends with a joint victory and the players share the first prize.

**Sportsmanship**

There are no sportsmanship scores at this tournament but there may be an award. We expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponent, displaying a fun and inclusive attitude to the game for themselves and their opponent.

**Crowd at the Table**

If one player feels discomfort with the amount of spectators present at his table, he may request them to step aside. Please respect the player’s space if you’re asked to do so.

**Bye Round**

If we have an odd number I will ask for volunteers for the first bye; they will receive the average winning score and the average winning Attrition score.

From the second round onwards the player lowest on Swiss Chess will have the bye round.